

FIG.3

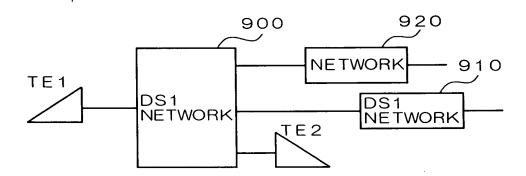




FIG.4

/FRAME	(BIT No.)	F BIT PAYROAD
(No.) (811 110.7	(1 BIT) (192 BITS)
0	0 ~ 192	M
1	193 ~ 385	CRC6
2	386 ~ 578	M
3	579 ~ 771	FPS
4	$772 \sim 964$	M
5	965 ~1157	CRC6
6	1158~1350	M
7	1351~1543	FPS
8	1544~1736	M
9	1737~1929	CRC6
10	1930~2122	M
1 1	2123~2315	FRS
12	2316~2508	M
13	2509~2701	CRC6
14	2702~2894	M
15	2895~3087	FPS1
16	3088~3280	M
17	3281~3473	CRC6
18	3474~3666	M
19	3667~3859	FPS"
20	3860~4052	M
21	4053~4245	CRC6
22	4246~4438	M
23	4439~4631	FPS



FIG.5

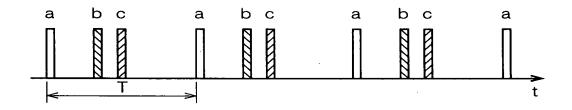
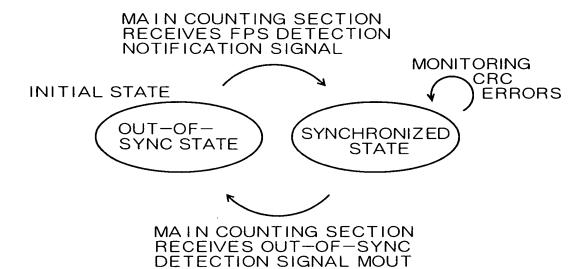


FIG.6



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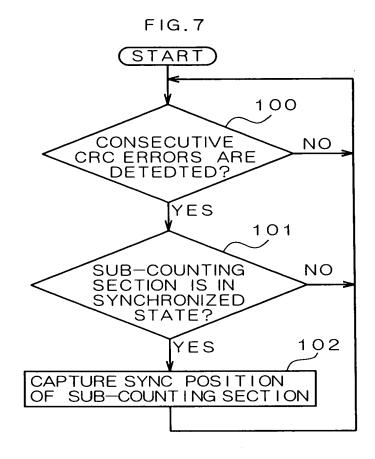
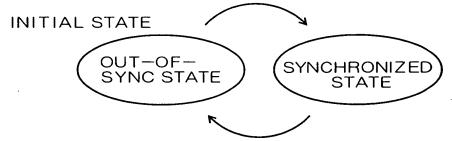


FIG.8

MAIN COUNTING SECTION
IS IN SYNCHRONIZED STATE,
AND SUB-COUNTING SECTION
RECEIVES FPS DETECTION
NOTIFICATION SIGNAL



SUB-COUNTING SECTION
RECEIVES OUT-OF-SYNC
DETECTION SIGNAL SOUT,
AND MAIN COUNTING SECTION
CATURES SYNC POSITION
OF SUB-COUNTING SECTION

O 19. PTO. CLASS OLD MARKASS

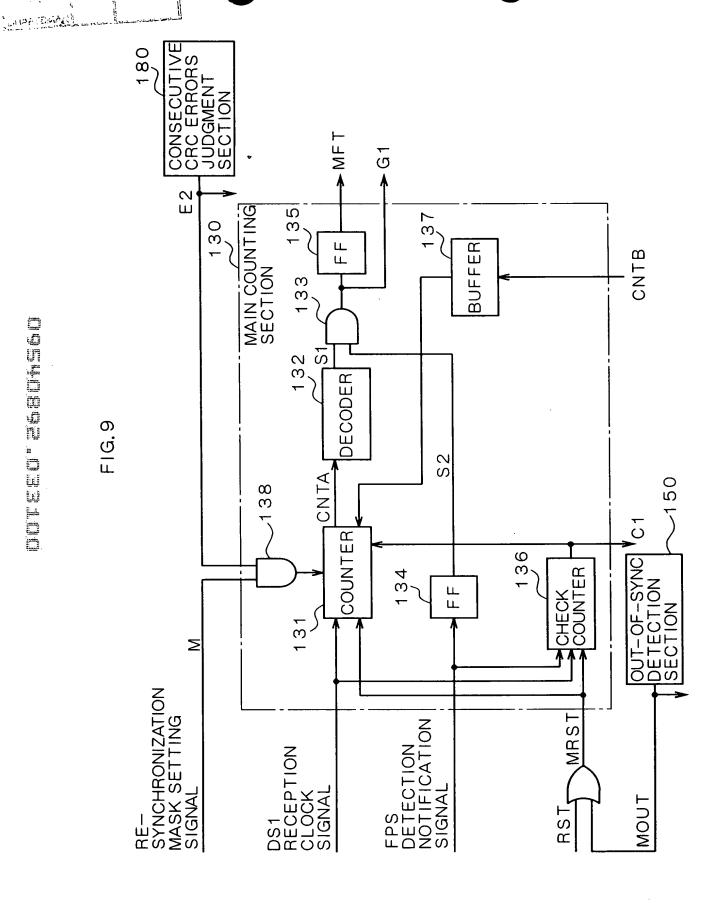


FIG.10

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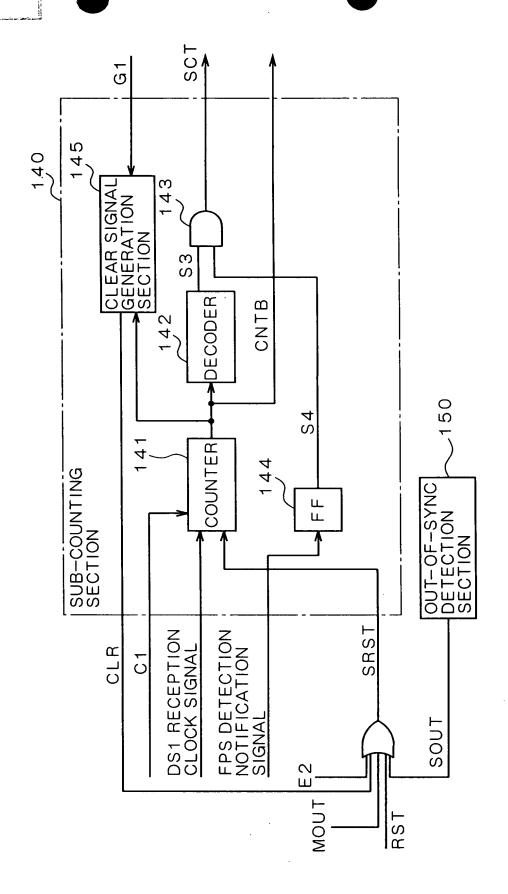
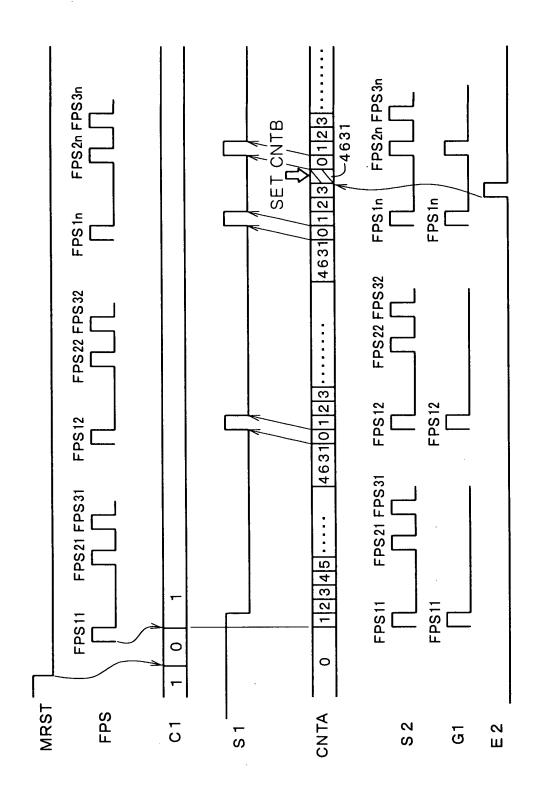


FIG. 11

CASS/SUBSLASS



OLASS SUPPLASS

FIG. 12

